THE MARAUDERS OF WINDFALL

A TIER 1 ADVENTURE

Materials

Along with a printed version of this adventure, you'll need:

- A pencil for each player, and a pair of scissors
- A set of polyhedral dice: 4-sided (d4), 6-sided (d6), 8-sided (d8), 10-sided (d10), 12-sided (d12), and 20-sided (d20).Two d12s of different colors (for Duality dice).Two d6s of different colors (for advantage & disadvantage dice).
- A handful of character tokens, at least 7 per player. These can be anything small you have lying around that won't be confused for dice.
- 6 Fear tokens for the GM. These can be anything small you have lying around that won't be confused for dice.

If you have extra dice, it's ideal for each player to have their own set of polyhedral dice, d12 Duality dice, and d6 advantage/disadvantage dice.

Getting Started

Have the GM read "The Marauders of Windfall" section aloud.

> *The party has booked passage on the R.A.S. (Royal Air Ship) Windfall, a new navy airship that the commander boasts is "the fastest vessel in the sky." A journey that would take a week on foot or horseback will take only two days aboard this freighter.*

Note to Game Masters

The RAS (Royal Air Service) Windfall is flying far above the Sablewood, a seemingly-endless forest of dark trees that reach hundreds of feet toward the sky. By default, the ship is bound for the Kinekozan Jags to retrieve a rare magical component for the Whitefire Arcanist (see below), but you can adjust the destination to fit your campaign.

During the journey, the ship is attacked by Wyverns and the party helps fight them off. For their bravery, the ship's commander invites the PCs to his table for dinner and asks about the party's adventures. The dinner is interrupted by a pirate attack. The crew is trying to liberate their navigator - an imprisoned mage - whose power is being siphoned to fuel the ship's arcane engine. With the PCs having discovered the ship's secret, the commander turns on the party and they have to fight their way off the ship to escape with the pirates.

Choosing Characters

There are five pre-generated characters to choose from in this adventure. The GM should read the options to the players and have them take the four-page character packet of the one they would like to play.

If you've played "The Sablewood Messengers," you'll recognize these characters. They've all reached level 2 and gained some new abilities.

MARLOWE FAIRWIND, THE LOREBORNE ELF SORCERER

She is the personal mage to King Emeris, and is responsible for bringing this group together. She appears calm, until she isn't.

BARNACLE, THE UNDERBORNE RIBBET ROGUE

There is no danger he will not get into, and no situation he cannot get out of. He fears water and will not swim.

GARRICK REED, THE HIGHBORNE HUMAN WARRIOR

A defector from a distant military force, he approaches most conflicts with a "kill 'em with kindness" attitude.

KHARI NIX, THE RIDGEBORNE GIANT GUARDIAN

Loyal to the end, with a dry sense of humor, she will suffer no fools. Khari was practically born with an axe in her hand.

VARIAN SOTO, THE WILDBORNE KATARI RANGER

They take a "shoot first, ask questions later" approach. Any problem that can't be solved with a bow, isn't a problem yet.

Then give the GM their packet to continue.

AS A SEQUEL TO THE SABLEWOOD MESSENGERS

If you're playing The Marauders of Windfall as a follow-up to The Sablewood Messengers, then you can connect these adventures by having the Whitefire Arcanist discover that there's been a problem with the ritual to enchant the archstone. This could happen after the party has investigated the spire or the morning after the ritual in the Open Vale. To fix the enchantment, she'll need a rare component only found in the Kinekozan Jags. The party has booked passage on the Windfall due to its speed so that they can retrieve this component with all possible haste.

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MARLOWE FAIRWIND

LOREBORNE ELF SORCERER

Character Overview

Marlowe Fairwind is the personal mage to King Emeris, and is responsible for bringing this group together. She appears calm, until she isn't.

BREAKDOWN

Community: Marlowe is part of the *Loreborne* community, meaning she grew up in a place that values knowledge and learning.

Ancestry: She is an *Elf*, giving her long pointed ears and acutely attuned senses.

Class & Subclass: As a *Primal Origin Sorcerer*, she can shape and change the magic she casts in unique ways.

Experience: Marlowe has the experiences "Royal Mage," "Not On My Watch," and "Eye of the Storm." She will be able to utilize these in play when they apply.

Weapon: She wields a dualstaff that can hit targets in far range and when successful, deals 2d6+3 magic damage.

Question: What is the component the Whitefire Alchemist has sent you to retrieve, and why is it so dangerous?

Answer

The Basics

Duality Dice: Two d12 dice of different colors. Choose one to represent Hope and one to represent Fear.

Action Rolls: Most rolls you make will be action rolls. They use the Duality Dice. Roll them together, add any modifiers that apply, and tell the GM the total, as well as what die rolled higher.

"I rolled a 10 on the Fear die and a 7 on the Hope die, so that's a 17 with Fear!"

Hope & Fear: When you roll with Hope, mark a Hope on your character sheet. You'll be able to spend any Hope you have to aid future rolls for you and your allies. When you roll with Fear, the GM can choose to take a Fear as their GM move. They can spend Fear to instigate or accentuate challenges in the scene.

Attack Rolls: When you make an attack on a target, it works just like an action roll, but you'll use the character trait the weapon or spell calls for as your modifier. On a success, you'll usually make a damage roll.

Damage Rolls: Roll your damage dice and add their values together. Then tell the GM the value and type of damage you're doing.

"I rolled a 5 plus 3, that's 8 points of magic damage."

These mechanics and more will be covered during the coming adventure!

Character Sheet & Cards

On the next page, you'll find the character sheet for Marlowe. To finish off the build, mark 2 Hope and two handfuls of gold. The third page will provide you with a guide for your character sheet. The fourth page is your starting loadout of cards, as well some guidance on how to use them.

Character Standee

Cut out the standee below for Marlowe and fold the paper in half so that she can stand on her own on the table. Keep this next to you for now, you'll need it once you get into battle.

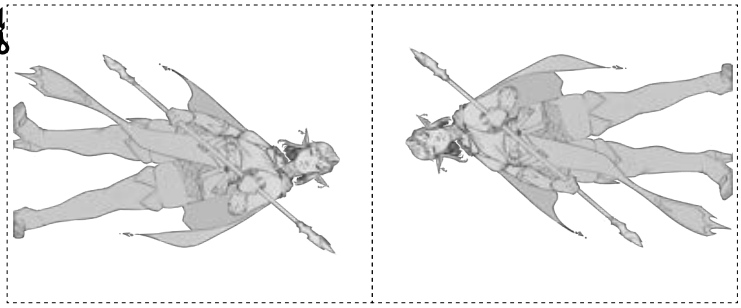
CONNECTIONS

Create connections with your party before beginning. Assign at least one of these relationships to a character.

_____ Character — ***I trust you with my life.***

_____ Character — ***I once considered you close.***

_____ Character — ***I owe you a favor.***



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SORCERER
ARCANA & MIDNIGHT

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NAME: Marlowe Fairwind
PRONOUNS: She/Her
HERITAGE: Loreborne Elf
SUBCLASS: Primal Origin
LEVEL: 2

EVASION 9
Start at 9

ARMOR 4

AGILITY	STRENGTH	FINESSE	INSTINCT	PRESENCE	KNOWLEDGE
0	-1	+1	+3	+2	0
Sprint Leap Maneuver	Lift Smash Grapple	Control Hide Tinker	Perceive Sense Navigate	Charm Perform Deceive	Recall Analyze Comprehend

HIT POINTS & STRESS

Start at MINOR 1, MAJOR 6, and SEVERE 12.

1	6	14
MINOR DAMAGE	MAJOR DAMAGE	SEVERE DAMAGE
Mark 1 HP	Mark 2 HP	Mark 3 HP

HP ☐☐☐☐☐☐☐☐☐☐☐☐

STRESS ☐☐☐☐☐☐☐☐☐☐☐☐

HOPE

Spend a Hope to use an experience or help an ally.

◆ ◆ ◆ ◆ ◆ ◆

EXPERIENCE

Royal Mage	+3
Not On My Watch	+2
Eye of the Storm	+1

GOLD

HANDFULS ○○○○○○○○○○ BAGS ○○○○○○○○○○ CHEST ☐

CLASS FEATURE

Arcane Sense
You can sense the presence of magical people and objects when you're close to them.

Minor Illusion
Roll with Spellcast (10). On a success, you create a minor illusion no larger than yourself within close range that is convincing to anyone in far range or further.

Channel Raw Power
Once per Long Rest, you can place a Domain card from your Loadout into your Vault and choose to either:

- *Gain Hope equal to the level of the card.*
- *Enhance a damage-dealing spell by dealing extra magic damage equal to twice the level of the card.*

During your next short rest, you can return this card to your hand without paying its recall cost.

ACTIVE WEAPONS

PROFICIENCY ○ ● ● ● ● ●

PRIMARY

NAME	TRAIT & RANGE	DAMAGE DICE
Dualstaff	Instinct Far	2d6+3 (mag)

FEATURE

SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE

ACTIVE ARMOR

NAME	BASE SCORE
Leather Armor	4

FEATURE

INVENTORY

Minor Stamina Potion (clear 1d4 stress)

INVENTORY WEAPON

☐ PRIMARY ☐ SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE

INVENTORY WEAPON

☐ PRIMARY ☐ SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE

MARLOWE FAIRWIND

LEVEL 2 LOADOUT

COMMUNITY

LOREBORNE

Being part of a Loreborne community means you were brought up in a place that favored strong academic or political prowess.

Well-Read: You have advantage on any rolls you make that deal with the history, culture, or politics of a prominent person or place.

ANCESTRY

ELF ANCESTRY

Elves are typically tall humanoids with pointed ears and acutely attuned senses.

Quick Reactions: You can mark a **Stress** to take advantage on a Reaction Roll.

Celestial Trance: During a rest, you can drop into a trance and make an extra downtime move.

SUBCLASS

PRIMAL ORIGIN

Foundation

SPELLCAST: INSTINCT

Your primal origin allows you to modify the essence of magic itself. After you cast a spell or use a weapon that deals magic damage, you may mark a Stress to do any of the following:

- *Extend its reach by one range.*
- *Add **2** to the action roll result.*
- *Reroll any number of Damage Dice.*
- *Hit an additional target within range.*

DOMAIN

UNLEASH CHAOS

At the beginning of a session, place a number of tokens equal to your Spellcast Trait on this card.

You can make a **Spellcast Roll** against a target within far range and spend any number of tokens to channel raw energy from within yourself and unleash against them. On a success, roll a number of **d10** equal to the tokens you spent, and do that much magic damage to the target. Mark a **Stress** to replenish this card with tokens, up to your Spellcast Trait. Clear all tokens at the end of the session.

DOMAIN

RAIN OF BLADES

Spend **2 Hope** to conjure throwing blades that strike any enemies very close to you. Make a **Spellcast Roll** and all targets that you succeed against take **d8** magic damage using your proficiency.

If any targets you hit are currently Vulnerable, they take an additional **1d8** magic damage.

DOMAIN

FLOATING EYE

You can spend a **Hope** to create a single, small floating orb that you can control anywhere within very far range from you. While controlling it, you can choose to see through its vision as though it's your own. If the orb takes damage or moves out of range, the spell will immediately end.

All passive bonuses have already been applied to your character sheet.

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BARNACLE

UNDERBORNE RIBBET ROGUE

Character Overview

There is no danger he will not get into, and no situation he cannot get out of. He fears water and will not swim.

BREAKDOWN

Community: Barnacle is part of the *Underborne* community, meaning he is from one of the cavern societies burrowed deep underground.

Ancestry: He is a *Ribbet*, giving him protruding eyes and webbed digits.

Class & Subclass: As a *Nightwalker Rogue*, he can move from shadow to shadow.

Experience: Barnacle has the experiences "They Don't See Me Coming!," "Strike a Deal," and "Inconspicuous." He will be able to utilize these in play when they apply.

Weapon: He wields a dagger that can hit a target in melee range and when successful, deals 2d8+1 physical damage.

Question: What rumors have you heard about the pirate captain Calliope Crimson?

Answer

The Basics

Duality Dice: Two d12 dice of different colors. Choose one to represent Hope and one to represent Fear.

Action Rolls: Most rolls you make will be action rolls. They use the Duality Dice. Roll them together, add any modifiers that apply, and tell the GM the total, as well as what die rolled higher.

"I rolled a 10 and a 7, that's a 17 with Fear!"

Hope & Fear: When you roll with Hope, mark a Hope on your character sheet. You'll be able to spend any Hope you have to aid future rolls for you and your allies. When you roll with Fear, the GM can choose to take a Fear as their GM move. They can spend Fear to instigate or accentuate challenges in the scene.

Attack Rolls: When you make an attack on a target, it works just like an action roll, but you'll use the character trait the weapon or spell calls for as your modifier. On a success, you'll usually make a damage roll.

Damage Rolls: Roll your damage dice and add their values together. Then tell the GM the value and type of damage you're doing.

"I rolled a 7 plus 1, that's 8 points of physical damage."

These mechanics and more will be covered during the coming adventure!

Character Sheet & Cards

On the next page, you'll find the character sheet for Barnacle. To finish off the build, mark two Hope and two handfuls of gold. The third page will provide you with a guide for your character sheet. The fourth page is your starting loadout of cards, as well some guidance on how to use them.

Character Standee

Cut out the standee below for Barnacle and fold the paper in half so that he can stand on his own on the table. Keep this next to you for now, you'll need it once you get into battle.

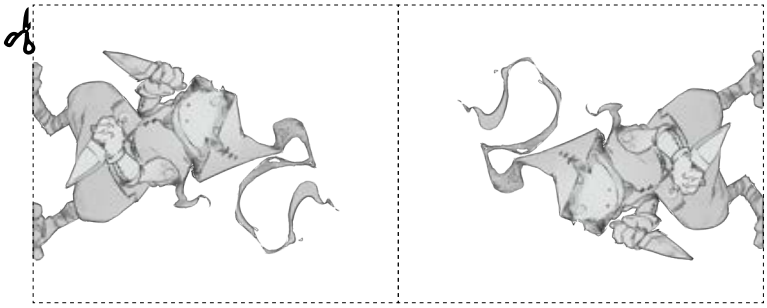
CONNECTIONS

Create connections with your party before beginning. Assign at least one of these relationships to a character.

_____ Character — ***I'd follow you anywhere.***

_____ Character — ***We get in too much trouble.***

_____ Character — ***I'm intimidated by you.***



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ROGUE
MIDNIGHT & GRACE

NAME: Barnacle
PRONOUNS: He/Him
HERITAGE: Underborne Ribbet
SUBCLASS: Nightwalker
LEVEL: 2

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EVASION: 13 (Start at 12)
ARMOR: 4

AGILITY	STRENGTH	FINESSE	INSTINCT	PRESENCE	KNOWLEDGE
+1	-1	+3	0	+2	0
Sprint Leap Maneuver	Lift Smash Grapple	Control Hide Tinker	Perceive Sense Navigate	Charm Perform Deceive	Recall Analyze Comprehend

HIT POINTS & STRESS

Start at MINOR 1, MAJOR 7, and SEVERE 14.

1	MINOR DAMAGE	7	MAJOR DAMAGE	14	SEVERE DAMAGE
Mark 1 HP		Mark 2 HP		Mark 3 HP	

HP ☐☐☐☐☐☐☐☐☐☐☐☐

STRESS ☐☐☐☐☐☐☐☐☐☐☐☐

HOPE

Spend a Hope to use an experience or help an ally.

◆ ◆ ◆ ◆ ◆ ◆

EXPERIENCE

They don't see me coming!	+2
Strike a deal	+1
Inconspicuous	+1

GOLD

HANDFULS ○○○○○○○○○○ BAGS ○○○○○○○○○○ CHEST ☐

CLASS FEATURE

Hide
When you move into a location where no enemies can see you, you can mark a Stress to become Hidden (any rolls against you at disadvantage). As a Rogue, when you are Hidden, targets also can't see you, even if they move into line of sight. You are no longer Hidden after you move or attack. When you leave Hidden to make an attack, the roll has advantage.

Sneak Attack
Whenever you have advantage on an attack roll or an ally is in melee with your target, add a ***d6*** to your damage roll. When you use Sneak Attack, you may also spend any number of Hope before the attack roll, and if it is successful, also add a number of ***d6*** equal to the Hope spent.

ACTIVE WEAPONS

PROFICIENCY ○ ● ● ● ● ●

PRIMARY

NAME	TRAIT & RANGE	DAMAGE DICE
Dagger	Finesse Melee	2d8+1 (phy)

FEATURE

SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE

ACTIVE ARMOR

NAME	BASE SCORE
Leather Armor	4

FEATURE

INVENTORY

Minor Stamina Potion (clear 1d4 stress)

INVENTORY WEAPON

☐ PRIMARY ☐ SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE

INVENTORY WEAPON

☐ PRIMARY ☐ SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE

BARNACLE

LEVEL 2 LOADOUT

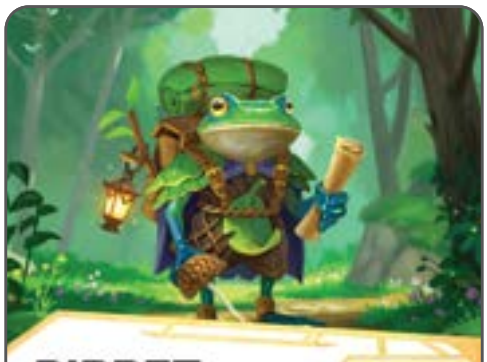
COMMUNITY

UNDERBORNE

Being part of an Underborne community means that you're from a subterranean society.

Low Light Living: When you are in an area with low light or heavy shadow, you have advantage on rolls to hide, investigate, or perceive details within that area.

ANCESTRY



RIBBET ANCESTRY

Those of ribbet ancestry resemble anthropomorphic frogs with protruding eyes and webbed hands and feet.

Long Tongue: You can use your long tongue to grab onto things Close to you. You can also mark a **Stress** to unleash it as a Finesse Close weapon that does **d12** physical damage using your Proficiency.

Amphibious: You can breathe and move underwater just as easily as on land.

SUBCLASS

NIGHTWALKER

Foundation

SPELLCAST: FINESSE

Shadow Stepper: You can move from shadow to shadow. When you step into the shadow cast by another creature or object, or into an area of darkness, mark a Stress to disappear from where you are and reappear inside of any other shadow within Far range.

DOMAIN

ABILITY

PICK AND PULL

You have advantage on any attempt to pick a non-magical lock, disarm a trap, or steal an item from a target (either through stealth or by force).

DOMAIN

ABILITY

INSPIRATIONAL WORDS

You can imbue your speech with enhancing power. At the beginning of a session, place a number of tokens on this card equal to your Presence score. When you recite your words, spend a token and choose an option from the list below to grant to the ally you are speaking to. If the action tracker is active, place that token on it. At the end of a session, clear all tokens.

- *Clear a Stress*
- *Heal a Hit Point.*
- *Gain a Hope.*

DOMAIN

ABILITY

TROUBLEMAKER

When you taunt or provoke a target within far range, make a **Presence Roll** against them. On a success, roll a number of **d4**s equal to your proficiency. Take the highest value from those **d4**s and deal that much **Stress** to the target.

All passive bonuses have already been applied to your character sheet.

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GARRICK REED

HIGHBORNE HUMAN WARRIOR

Character Overview

A defector from a distant military force, he approaches most conflict with a "kill 'em with kindness" attitude.

BREAKDOWN

Community: Garrick is part of the *Highborne* community, meaning he was born into a life of elegance, opulence, and prestige.

Ancestry: He is a *Human*, giving him rounded ears and a natural endurance.

Class & Subclass: As a *Call of the Brave Warrior*, he can steel himself before battle to gain a tactical advantage.

Experience: Garrick has the experiences "Affable," "Hit Them Hard," and "Deck Hand." He will be able to utilize these in play when they apply.

Weapon: He wields a longsword that can hit targets in melee range and when successful, deals 2d8+3 physical damage.

Question: How did the military you left defend against attacks by skyships?

Answer

The Basics

Duality Dice: Two d12 dice of different colors. Choose one to represent Hope and one to represent Fear.

Action Rolls: Most rolls you make will be action rolls. They use the Duality Dice. Roll them together, add any modifiers that apply, and tell the GM the total, as well as what die rolled higher.

"I rolled a 10 and a 7, that's a 17 with Fear!"

Hope & Fear: When you roll with Hope, mark a Hope on your character sheet. You'll be able to spend any Hope you have to aid future rolls for you and your allies. When you roll with Fear, the GM can choose to take a Fear as their GM move. They can spend Fear to instigate or accentuate challenges in the scene.

Attack Rolls: When you make an attack on a target, it works just like an action roll, but you'll use the character trait the weapon or spell calls for as your modifier. On a success, you'll usually make a damage roll.

Damage Rolls: Roll your damage dice and add their values together. Then tell the GM the value and type of damage you're doing.

"I rolled a 6 plus 3, so that's 9 points of physical damage."

These mechanics and more will be covered during the coming adventure!

Character Sheet & Cards

On the next page, you'll find the character sheet for Garrick Reed. To finish off the build, mark two Hope and two handfuls of gold. The third page will provide you with a guide for your character sheet. The fourth page is your starting loadout of cards, as well some guidance on how to use them.

Character Standee

Cut out the standee below for Garrick and fold the paper in half so that he can stand on his own on the table. Keep this next to you for now, you'll need it once you get into battle.

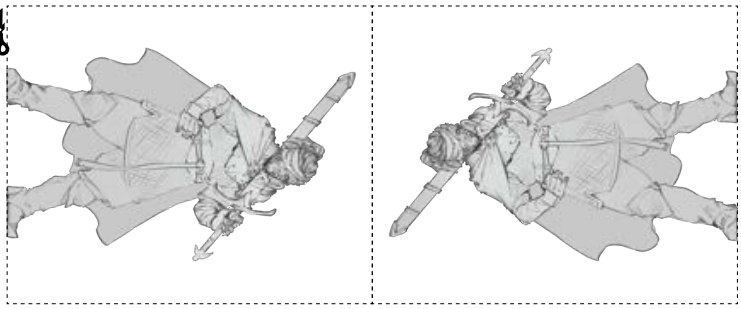
CONNECTIONS

Create connections with your party before beginning. Assign at least one of these relationships to a character.

_____ ***I'll keep your secret.***
Character

_____ ***I see you trying your best.***
Character

_____ ***We need to put our feelings aside.***
Character



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WARRIOR
BLADE & BONE

NAME: Garrick Reed
PRONOUNS: He/Him
HERITAGE: Highborne Human
SUBCLASS: Call of the Brave
LEVEL: 2

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EVASION: 9 (Start at 10)
ARMOR: 6

AGILITY	STRENGTH	FINESSE	INSTINCT	PRESENCE	KNOWLEDGE
+2	+1	+1	0	-1	0
Sprint Leap Maneuver	Lift Smash Grapple	Control Hide Tinker	Perceive Sense Navigate	Charm Perform Deceive	Recall Analyze Comprehend

HIT POINTS & STRESS

Start at MINOR 1, MAJOR 8, and SEVERE 16.

1	MINOR DAMAGE	8	MAJOR DAMAGE	16	SEVERE DAMAGE
Mark 1 HP		Mark 2 HP		Mark 3 HP	

HP ☐☐☐☐☐☐☐☐☐☐☐☐

STRESS ☐☐☐☐☐☐☐☐☐☐☐☐

HOPE

Spend a Hope to use an experience or help an ally.

◆ ◆ ◆ ◆ ◆ ◆

EXPERIENCE

Affable	+2
Hit Them Hard	+2
Deck Hand	+2

GOLD

HANDFULS ○○○○○○○○○○ BAGS ○○○○○○○○○○ CHEST ☐

CLASS FEATURE

Battle Strategist
After a successful attack roll, you can describe how you outmaneuver your target, then mark a Stress to deal them a Stress.

Attack of Opportunity
If an adversary attempts to leave your Melee range, make a reaction roll against their difficulty. Choose one effect on a successful roll, or two on a critical success:

- *Keep them from moving.*
- *Deal your primary weapon damage.*
- *Move with them.*

Combat Training
Ignore burden when equipping weapons. Whenever you roll damage, add extra physical damage equal to your Level.

ACTIVE WEAPONS

PROFICIENCY ○●●●●●

PRIMARY

NAME	TRAIT & RANGE	DAMAGE DICE
Longsword	Agility Melee	2d8+3 (phy)

FEATURE:

SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE:

ACTIVE ARMOR

NAME	BASE SCORE
Chainmail Armor	6

FEATURE: Heavy: -1 Evasion

INVENTORY

Minor Stamina Potion (clear 1d4 stress)

INVENTORY WEAPON

☐ PRIMARY ☐ SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE:

INVENTORY WEAPON

☐ PRIMARY ☐ SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE:

GARRICK REED

LEVEL 2 LOADOUT

COMMUNITY

HIGHBORNE

Being part of a Highborne community means you were born into a life of elegance, opulence, and prestige within the upper echelons of society.

Privilege: You have advantage on rolls you make to consort with nobles, negotiate prices, or leverage your reputation to get what you want.

ANCESTRY

HUMAN ANCESTRY

Those of human ancestry are most easily recognized by their dexterous hands, rounded ears, and bodies built for endurance.

High Stamina: Take an additional **Stress** slot at character creation.

Adaptability: When you fail a roll that utilized one of your Experiences, you can mark a **Stress** to reroll. You must take the new result.

SUBCLASS

CALL OF THE BRAVE

Foundation

When you fail a roll with **Fear**, you gain a Hope.

Once per long rest, before you attempt something incredibly dangerous or face off against a foe who clearly outmatches you, describe what ritual you perform or preparation you make, then clear **2 Stress** and gain **2 Hope**.

DOMAIN

NOT GOOD ENOUGH

When you roll your damage dice, you may reroll any **1s** or **2s**. If you do, you must take the new result, even on a **1** or **2**.

DOMAIN

I SEE IT COMING

When you are targeted by an attack coming from beyond melee range, mark a **Stress** to roll a **d4** and increase your Evasion against this attack by its value.

DOMAIN

A SOLDIER'S BOND

Once per long rest, if you compliment someone or ask them about something they are good at, you may both take **3 Hope**.

All passive bonuses have already been applied to your character sheet.

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KHARI NIX

WANDERBORNE GIANT GUARDIAN

Character Overview

Loyal to the end, with a dry sense of humor, she will suffer no fools. Khari was practically born with an axe in her hand.

BREAKDOWN

Community: Khari is part of the *Ridgeborne* community, meaning she was raised in a mountainous environment.

Ancestry: She is a *Giant*, meaning she is very tall with broad stature and long reach.

Class & Subclass: As a *Stalwart Guardian*, she is excellent at tanking physical damage in battle.

Experience: Khari has the experiences "I've Got Your Back," "Not Afraid of Anything," and "Let Me Reach That For You." She will be able to utilize these in play when they apply.

Weapon: She wields a battleaxe that can hit targets in very close range and when successful, deals 2d10+3 physical damage.

Question: What place on the ship would be the best place to make a stand against attackers?

Answer

The Basics

Duality Dice: Two d12 dice of different colors. Choose one to represent Hope and one to represent Fear.

Action Rolls: Most rolls you make will be action rolls. They use the *Duality* Dice. Roll them together, add any modifiers that apply, and tell the GM the total, as well as what die rolled higher.
"I rolled a 10 and a 7, that's a 17 with Fear!"

Hope & Fear: When you roll with Hope, mark a Hope on your character sheet. You'll be able to spend any Hope you have to aid future rolls for you and your allies. When you roll with Fear, the GM can choose to take a Fear as their GM move. They can spend Fear to instigate or accentuate challenges in the scene.

Attack Rolls: When you make an attack on a target, it works just like an action roll, but you'll use the character trait the weapon or spell calls for as your modifier. On a success, you'll usually make a damage roll.

Damage Rolls: Roll your damage dice and add their values together. Then tell the GM the value and type of damage you're doing.
"I rolled a 7 plus 3, that's 10 points of physical damage."

These mechanics and more will be covered during the coming adventure!

Character Sheet & Cards

On the next page, you'll find the character sheet for Khari Nix. To finish off the build, mark two Hope and two handfuls of gold. The third page will provide you with a guide for your character sheet. The fourth page is your starting loadout of cards, as well some guidance on how to use them.

Character Standee

Cut out the standee below for Khari and fold the paper in half so that she can stand on her own on the table. Keep this next to you for now, you'll need it once you get into battle.

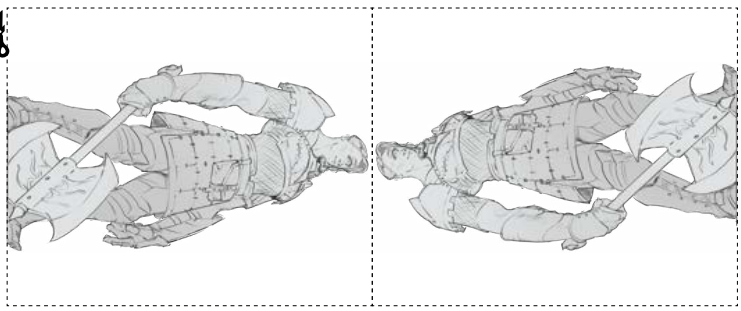
CONNECTIONS

Create connections with your party before beginning. Assign at least one of these relationships to a character.

_____ ***We both want the same thing.***
Character

_____ ***I'm trying to impress you.***
Character

_____ ***You are my childhood friend.***
Character



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GUARDIAN
VALOR & BLADE

DAGGERHEART OPEN BETA V1.3

NAME	PRONOUNS
Khari Nix	She/Her

HERITAGE	SUBCLASS
Ridgeborne Giant	Stalwart

LEVEL: 2

EVASION: 5 (Start at 6)

ARMOR: 6

AGILITY	STRENGTH	FINESSE	INSTINCT	PRESENCE	KNOWLEDGE
0	+3	-1	+1	0	+2
Sprint Leap Maneuver	Lift Smash Grapple	Control Hide Tinker	Perceive Sense Navigate	Charm Perform Deceive	Recall Analyze Comprehend

HIT POINTS & STRESS

Start at MINOR 1, MAJOR 9, and SEVERE 20.

4	MINOR DAMAGE	10	MAJOR DAMAGE	21	SEVERE DAMAGE
	Mark 1 HP		Mark 2 HP		Mark 3 HP

HP

STRESS

HOPE

Spend a Hope to use an experience or help an ally.

EXPERIENCE

I've got your back	+2
Not afraid of anything	+1
Let me reach that for you	+1

GOLD

HANDFULS | BAGS | CHEST

CLASS FEATURE

Unstoppable
Once per Long Rest, you can become Unstoppable. Your Unstoppable die begins as a ***d4***. Place it on the spot to the right, starting with the die's highest value facing up. While Unstoppable, you:

- *Gain resistance to physical damage.*
- *Add an additional **d6** to any damage rolls you make.*
- *Add the current value of the Unstoppable die to your armor score.*
- *Cannot be Restrained or Vulnerable.*

Anytime you roll your damage dice, reduce the Unstoppable die value by one. When you would reduce the value below 1 or the scene ends, remove it and drop out of Unstoppable. At Level 3, upgrade your Unstoppable die to a ***d6***. At Level 7, upgrade it to a ***d8***.

ACTIVE WEAPONS

PROFICIENCY

PRIMARY

NAME	TRAIT & RANGE	DAMAGE DICE
Battleaxe	Strength Very Close	2d10+3 (phy)

FEATURE

SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE

ACTIVE ARMOR

NAME	BASE SCORE
Chainmail Armor	6

FEATURE: Heavy: -1 Evasion

INVENTORY

Minor Stamina Potion (clear 1d4 stress)

INVENTORY WEAPON

☐ PRIMARY ☐ SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE

INVENTORY WEAPON

☐ PRIMARY ☐ SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE

KHARI NIX

LEVEL 2 LOADOUT

COMMUNITY

RIDGEBORNE

Being part of a Ridgeborne community means you've called the rocky peaks and sharp cliffs of the mountainside home.

Steady: You have advantage on rolls to traverse dangerous cliffs and ledges, navigate harsh environments, and use your survival knowledge. Additionally, gain an Armor Slot at character creation.

ANCESTRY

GIANT ANCESTRY

Giants are very tall humanoids with long arms, broad stature, and one to three eyes.

Endurance: Gain an additional Hit Point slot at character creation.

Reach: While you wield a Melee weapon, its range increases to Very Close.

SUBCLASS

STALWART

Foundation

When you take this foundation, increase all of your Damage Thresholds by **1**.

When you take physical damage, you can mark a Stress instead of an Armor Slot to reduce the damage by your Armor Score.

DOMAIN

WHIRLWIND

When you make a successful attack using a weapon with melee or very close range, you may also spend a **Hope** to use that roll against every other enemy in that weapon's range. Any additional enemies you succeed against with this ability take half damage (rounded up).

DOMAIN

I AM YOUR SHIELD

When an ally very close to you is going to take damage, you may mark a **Stress** to stand in its way and take the damage instead. Reduce the damage by a value equal to your Strength Trait. You may also reduce the damage by spending armor slots.

DOMAIN

BODY BASHER

You use the full force of your body in the fight. On a successful attack with a melee weapon, always add your Strength Trait to your damage total.

All passive bonuses have already been applied to your character sheet.

VARIAN SOTO

WILDBORNE KATARI RANGER

Character Overview

They take a “shoot first, ask questions later” approach. Any problem that can’t be solved with a bow, isn’t a problem yet.

BREAKDOWN

Community: Varian is part of the *Wildborne* community, meaning they were raised by a clan hidden deep within the forest.

Ancestry: They are a *Katari*, giving them soft fur, triangular ears, and a tail.

Class & Subclass: As a *Wayfinder Ranger*, they can often identify the shortest, most direct path to a place they’ve visted before.

Experience: Varian has the experiences “Nature’s Friend,” “Deadly Aim,” and "Tracker." They will be able to utilize these in play when they apply.

Weapon: They wield a shortbow that can hit targets in far range and when successful, deals 2d6+3 physical damage.

Question: What are the most deadly aerial predators in this region?

Answer

The Basics

Duality Dice: Two d12 dice of different colors. Choose one to represent Hope and one to represent Fear.

Action Rolls: Most rolls you make will be action rolls. They use the *Duality* Dice. Roll them together, add any modifiers that apply, and tell the GM the total, as well as what die rolled higher.
“I rolled a 10 and a 7, that’s a 17 with Fear!”

Hope & Fear: When you roll with Hope, mark a Hope on your character sheet. You’ll be able to spend any Hope you have to aid future rolls for you and your allies. When you roll with Fear, the GM can choose to take a Fear as their GM move. They can spend Fear to instigate or accentuate challenges in the scene.

Attack Rolls: When you make an attack on a target, it works just like an action roll, but you’ll use the character trait the weapon or spell calls for as your modifier. On a success, you’ll usually make a damage roll.

Damage Rolls: Roll your damage dice and add their values together. Then tell the GM the value and type of damage you’re doing.
“I rolled a 5 plus 3, that’s 8 points of physical damage.”

These mechanics and more will be covered during the coming adventure!

Character Sheet & Cards

On the next page, you’ll find the character sheet for Varian Soto. To finish off the build, mark two Hope and two handfuls of gold. The third page will provide you with a guide for your character sheet. The fourth page is your starting loadout of cards, as well some guidance on how to use them.

Character Standee

Cut out the standee below for Varian and fold the paper in half so that they can stand on their own on the table. Keep this next to you for now, you’ll need it once you get into battle.

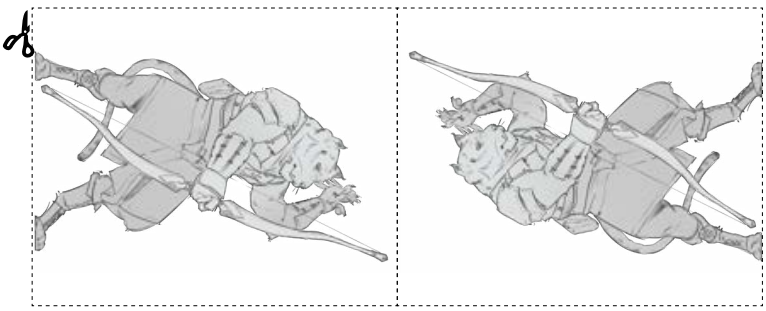
CONNECTIONS

Create connections with your party before beginning.
Assign at least one of these relationships to a character.

_____ ***I want to be more like you.***
Character

_____ ***I’m worried you’re better than me.***
Character

_____ ***We tell each other everything.***
Character



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RANGER
BONE & SAGE

DAGGERHEART OPEN BETA V1.3

NAME: Varian Soto
PRONOUNS: They/Them
HERITAGE: Wildborne Katari
SUBCLASS: Wayfinder
LEVEL: 2

EVASION: 13 (Start at 10)
ARMOR: 4

AGILITY	STRENGTH	FINESSE	INSTINCT	PRESENCE	KNOWLEDGE
+3	0	+2	+1	-1	0
Sprint Leap Maneuver	Lift Smash Grapple	Control Hide Tinker	Perceive Sense Navigate	Charm Perform Deceive	Recall Analyze Comprehend

HIT POINTS & STRESS

Start at MINOR 4, MAJOR 9, and SEVERE 14.

1	7	16
MINOR DAMAGE	MAJOR DAMAGE	SEVERE DAMAGE
Mark 1 HP	Mark 2 HP	Mark 3 HP

HP ☐☐☐☐☐☐☐☐☐☐☐☐

STRESS ☐☐☐☐☐☐☐☐☐☐☐☐

HOPE

Spend a Hope to use an experience or help an ally.

◆ ◆ ◆ ◆ ◆ ◆

EXPERIENCE

Deadly Aim	+2
Nature's Friend	+1
Tracker	+1

GOLD

HANDFULS ○○○○○○○○○○ BAGS ○○○○○○○○○○ CHEST ☐

CLASS FEATURE

Ranger's Focus
Spend Hope and make an attack with your weapon. On a success, you temporarily put your Ranger's Focus on the target along with doing damage from the attack. While they are your focus:

- *You know precisely what direction they are in.*
- *All damage rolls you make against them also deal a Stress.*
- *On a missed attack you make against them, you may end Ranger's Focus to reroll your Duality Dice and take the new result.*

You may only hold Ranger's Focus on one creature at a time.

ACTIVE WEAPONS

PROFICIENCY ○●●●●●

PRIMARY

NAME	TRAIT & RANGE	DAMAGE DICE
Shortbow	Agility Far	2d6+3 (phy)

FEATURE

SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE

ACTIVE ARMOR

NAME	BASE SCORE
Leather Armor	4

FEATURE

INVENTORY

Minor Stamina Potion (clear 1d4 stress)

INVENTORY WEAPON

☐ PRIMARY ☐ SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE

INVENTORY WEAPON

☐ PRIMARY ☐ SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE

VARIAN SOTO

LEVEL 2 LOADOUT

COMMUNITY

WILDBORNE

Being part of a Wildborne community means you lived deep within the forest.

Lightfoot: Your movement is naturally silent. You have advantage on rolls to move without being heard.

ANCESTRY

KATARI ANCESTRY

Those of katari ancestry are feline humanoids with soft fur and high, triangular ears.

Feline Instincts: When you make an Agility roll, you can mark a **Stress** to reroll your Hope Die. You must take the new result.

Retracting Claws: You can make an Agility roll to scratch a target in Melee range. On a success, they become Vulnerable.

SUBCLASS

WAYFINDER

Foundation

SPELLCAST: AGILITY

Apex Predator: Mark a Stress to increase your Proficiency by **1** on a damage roll. Additionally, whenever you deal Severe damage to an enemy, they also mark a Stress.

Path Forward: When you're headed for a place you've previously visited, or you carry an object with you that has been there before, you can identify the shortest, most direct path to your destination.

DOMAIN

NIMBLE

While this card is in your loadout, add half of your Agility score to your Evasion (rounded up).

DOMAIN

VICIOUS ENTANGLE

Make a **Spellcast Roll** against a target within far range. On a success, roots and vines reach out from the ground and temporarily Restrain them, dealing **1d8** physical damage.

On a success, you may also spend a **Hope** to temporarily Restrain any enemies very close to your target.

DOMAIN

CONJURE SWARM

Tekaira Armored Beetles: Mark an Armor Slot to encircle yourself in beetles. When you take damage, you can reduce the damage by your Armor Score. Anytime you reduce damage in this way, the beetles will dissipate unless you spend a **Hope** to keep them active.

Fire Flies: Make a **Spellcast Roll** against any close enemies. On a success, spend a **Hope** to have the fire flies swarm them, doing **2d8** magic damage to all targets you succeeded against.

All passive bonuses have already been applied to your character sheet.

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Act One:

WINGED MENACE

Having booked passage on a brand-new skyship, the RAS Windfall, the PCs leap to the ship's defense when it is attacked by Wyverns.

Act Two:

THE COMMANDER'S TABLE

In thanks for their heroism defending the ship, the ship's commander invites the PCs to a formal dinner with the ship's senior officers and other distinguished guests. The commander inquires about the PC's adventures and the PCs learn about him, his motives, and the ship's exceptional engine.

Act Three:

PIRATE ATTACK!

The dinner is interrupted by an attack by the legendary pirate Calliope Crimson and her ship the Crimson Cloud. The pirates close and board rather than damaging the ship and try to push below decks to rescue a prisoner

Act Four:

THE WINDFALL'S SECRET

Catching up with Calliope, the PCs discover that the ship's speed is the result of magically siphoning the power of a young wind mage prisoner. The Windfall's commander knocks the pirate captain off the ship and attempts to eliminate the PCs to protect the ship's secret.

Act Five:

THE ESCAPE

The PCs take the stone to the ritual site and, while the The PCs help the prisoner escape to the Crimson Cloud and enjoy the pirate's gratitude for their help.

ABOUT THE SKYSHIP WINDFALL

King Emeris' Royal Navy includes a small but growing fleet of skyships, and the freshly-commissioned RAS Windfall (RAS = Royal Air Service) is the crown jewel of the fleet. The Windfall is a state-of-the-art frigate with a unique magical engine invented by the artificer Mellistra Silver. the Silver Engine both keeps the ship aloft and propels it through the sky. Both Silver and the Navy are very protective of the technology, hoping to be able to implement it across the fleet if the Windfall proves its worth. The Windfall's commander, Augustus Kaine, is a nobleman from a minor family who has developed a reputation for maintaining discipline and driving his troops to incredible feats of gallantry, and was awarded this post after a victorious skirmish with the legendary pirate Calliope Crimson.

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WINGED MENACE

ACT ONE

Act One, Part One

The party has been dispatched to investigate rumors of a Fallen cult in the Kinekozan Jags (or they're seeking a rare magical component, if serving as a sequel to The Sablewood Messengers). The party has booked passage on the RAS (Royal Air Ship) Windfall, a new ship that the commander boasts is the fastest in King Emeris' royal navy. The Windfall's normal security complement has been reassigned, and the ship is due to pick up their replacements in the Kinekozan Jags. This created the opportunity for the party to travel to the Jags without paying for room & board. Instead, they're serving as the ship's security for the journey. The journey to the Jags, which would take a week on foot or horseback, will take only two days aboard this freighter.

Just hours into the journey, while the PCs are enjoying the sights above-deck, a mated pair of Wyverns attack the ship..

Read the following text aloud to set the scene of the wyvern attack:

The RAS Windfall is a sizable frigate, built for cargo capacity without sacrificing speed or weaponry. The ship soars through the sky like the most graceful of birds, sails billowing as topsfolk climb and swing along and between the three upward-facing masts and the two that emerge from the ship's sides, one port, one starboard. On the foredeck stands Commander Augustus Kaine, a broad-shouldered human with a growing reputation for both valor and efficiency. He leads the troops with grace and ease, assisted by his orc First Mate, Lt. Commander K'Less Surehand.

The ship's magical engine produces a constant low hum that fades from the notice of most aboard after a few hours. A few other passengers come and go from watching the skies on the deck to the passenger area below deck, which includes a common area, a small galley, and your rooms. The sailors have given you a somewhat icy reception, not pleased to have adventurers serving as their security rather than fellow sworn soldiers, and established that you're forbidden to go to the engine deck or the hold.

While passengers enjoy the view from the deck, a huge shadow passes over the ship, momentarily blocking the sun. Another shadow passes overhead—two gray-scaled wyverns are bearing down on the ship. Their jagged maws open, releasing blood-chilling roars as the ship shakes beneath you.

One of the wyverns crashes into the foredeck while the other one dives toward you on the aft deck, their howl ringing fiercely.

The PCs have promised to help defend the ship, and now it's time to earn their keep. The party will not have to worry about the wyvern on the foredeck, as it's occupied with Commander Kaine and some sailors.

Setting Up the Battle Map

Set the action tracker somewhere within reach of all players and remind them that any time they make an action roll or otherwise make an action, they must first add a token to the tracker. Then take the airship terrain you've cut out and ask for your players to build a map of the aft deck. You may also encourage them to grab other items from around the room to add terrain to the map. Build out the playspace together.

Take the cutout for the wyvern and place it a close distance away from the deck. Finally, ask the PCs to place themselves on the deck where they want to be at the start of the battle.

Running the Encounter

On the next page, you'll find the stat block for the Wyvern, which you'll use for this encounter. Remember to make the battle your own. Decide what the Wyvern looks like in detail and use multiple senses when describing the scene - the heat of the Wyvern's breath, the swaying of the ship under the beasts' weight, the sounds of battle, etc.

For this encounter, you can also use the following environment feature for the Skyship (the full stat block for the Windfall can be found later on in the adventure). This feature will encourage PCs to use the environment around them in the fight with the Wyvern.

THE SKYSHIP WINDFALL

Description: A brand-new freighter of the royal navy with three masts at the top and one each on the sides.

Tone & Feel: Impressive yet eerie, with a proud but nervous crew.

Tier: 1
Type: Exploration
Difficulty: 14

FEATURES

Mast and Rigging - *Passive*

There are many ways that characters can gain a height advantage or reposition during a battle on the ship. Any character can escape to a Close distance vertically with an Agility (14) roll. All attacks made from the rigging or from height gained by climbing around the ship are made with advantage.

What are the sailors in the tops doing during the fight? What is there to climb on and swing from?

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Wyvern Guide

The wyvern has three ways of attacking - they can use their primary "Bite" attack at a Very Close range, the "Deadly Dive" action to move up to a Far distance and attack everyone within Very Close of a chosen point, and their Fear Action "Crushing Bite" to inflict terrible damage on a Vulnerable Target. Open the fight by having the wyvern use "Deadly Dive" as it makes a dangerous entrance. Target the spot where you can hit the most PCs and then let them recover and focus on the wyvern. Use the "Flying Predator" passive to re-position during the fight, but don't leave the wyvern out of reach of the PCs with melee weapons.

The wyvern's attacks are very powerful, and there is a real chance of forcing a PC to make a death move if the dice don't go the PCs' way. Have the wyvern go after characters made vulnerable by the deadly dive attack, using "Crushing Bite" or a standard attack. But if there are other threats nearby, feel free to have them shift their focus to active combatants rather than finishing off a wounded character.

Lastly, the wyverns do not need to fight to the death. Like many animals, both wyverns may flee when they believe they can't win a fight. You might decide that the Wyvern flees when you mark their last HP, or that it flees earlier if the fight seems to be going long or the players are losing interest in the battle.

The goal of this battle is to help the players get into the action, use their abilities, and feel heroic as they drive the Wyvern off. When the wyvern has marked their last HP or when it feels right, you can either have both Wyverns fly off to seek easier prey, or allow the PCs to down the wyvern near them and describe the other flying off. Proceed to part two.

WYVERN

Description: A huge scaled beast with powerful wings and crushing legs.

Motives & Tactics: Hunt, Smash, Scatter Foes

Tier: 1
Type: Solo
Difficulty: 13

Threshold: Minor 1 | Major 10 | Severe 22
HP: 8 - ◯ ◯ ◯ ◯ ◯ ◯ ◯ ◯
Stress: 4 - ◯ ◯ ◯ ◯

Attack Modifier: +3
Bite: Very Close - 3d10 (Phy)

Experience: Tracking +3

FEATURES

Relentless (2) *Passive*

This adversary may activate twice in a GM move.

"The creature moves with incredible speed."

Flying Predator *Passive*

Wyvern may move up to a Far distance as part of an activation.

"The wyvern cuts through the air with ease despite their bulk."

Deadly Dive *Action*

Mark a Stress to pick a point within Far range. Wyvern moves to that point and makes an attack against all targets within very close of that point. All targets hit take 2d12+4 damage and are knocked over, making them Vulnerable until they next act.

"The deck is covered in shadow again as the wyvern swoops down, leading with their claws to scatter you like pins."

Crushing Bite *Action*

Spend a Fear to make an attack against a Vulnerable target within Very Close distance. On a success, deal 2d20 Phy damage and the target marks an armor slot (separate from any marked to reduce damage from this attack).

"The wyvern springs forward, trying to shred you to ribbons with their huge teeth."

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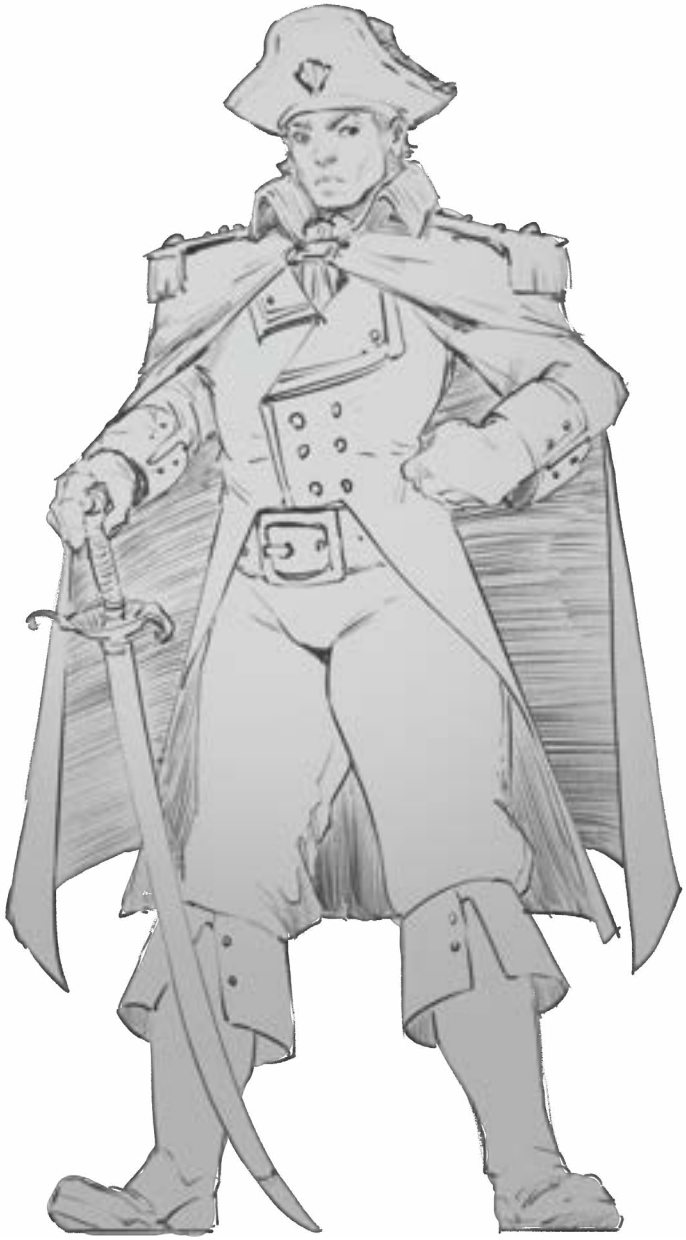
ACT ONE, PART TWO

With the Wyverns gone, the crew and PCs can take a moment to relax and reflect on the battle. Commander Augustus Kaine returns to the aft deck, having commanded his forces on the fore-deck against the other Wyvern.

Read the following text aloud:

> That was quite a display! It normally takes a full squadron of my soldiers and a pair of officers to fight one of those things off, and the five of you did it by yourselves! I suppose having adventurers aboard has its advantages. You must join me and my officers for dinner tonight so that I can properly thank you for your service. Take some time to bandage your wounds and rest, of course.

If needed, see "The Commander's Table" for details on roleplaying Commander Kaine.



A Short Rest

The Commander's dinner is a couple hours away, which leaves the PCs with time for a short rest.

During a short rest, a PC may choose up to two of the following options (They may choose the same option twice.)

TEND TO WOUNDS

Describe how you temporarily patch yourself up and clear 1d4 Hit Points. You may do this on an ally instead.

CLEAR STRESS

Describe how you blow off steam or pull yourself together, and clear 1d4 Stress.

REPAIR ARMOR

Describe how you spend time quickly repairing your armor and clear 1d4 Armor Slots. You may do this to an ally's armor instead.

PREPARE

Describe how you are preparing yourself for the path ahead and gain a Hope. If you choose to Prepare with one or more members of your party, you each gain two Hope.

While the PCs take this short rest, you can seed in some of the following questions to give the players prompts for roleplay and to establish some details about their journey:

- Why do you think the wyverns attacked this ship? If using pregens, you might address this question to Varian or Khari, who might have previous knowledge of wyverns.
- Have any of you traveled by airship before? Besides its speed, how is this freighter different? What's a landmark or sight you're hoping to see on the journey? If using pregens, you might address this question to Varian or Khari.
- One of you has heard stories about a dashing pirate crew that sails these skies, led by a Firbolg named Calliope Crimson. What rumors have you heard about Calliope and her crew? If using the pregens, address this question for Barnacle.
- Have any of you attended a formal military dinner before? If using the pregens, ask Garrick about his experience before defecting.

While the PCs are resting, review the environment and NPC writeups for Act Two.

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THE COMMANDER'S TABLE

ACT TWO

With those questions answered, cut to the group entering the Commander's quarters in early evening. As they arrive, read the following aloud:

> Banners, awards, and a large painting of a battle fill the walls of the Commander's Quarters. At the back stands a sturdy desk beneath a stained glass window that catches the last glow of twilight. Magically-lit sconces cast the room in warm tones. At the center of the room is a heavy oak table a dozen feet long with matching carved seats. The other passengers are already seated, chatting with Commander Kaine and his officers over fine liquors.

Use the environment "The Commander's Dinner" for additional ideas and optional moves to make during this scene. Use the "Commander's Dinner guide" for additional suggestions.

Key NPCs at the dinner:

- Mellandra Silver, K'Less Surehand, and Augustus Kaine

Each NPC writeup has a question to use throughout the scene to spotlight certain characters in the party. Use these as you see fit or adjust them for your game.

Commander Kaine, his second-in-command, and the other guests will make polite conversation but also attempt to gain information about the PCs. Commander Kaine is proud of his crew, this ship, and his accomplishments, and he takes a liking to those who make sincere compliments or express positive interest in his career. He does not respond well to criticism of him, his people, his ship, or the kingdom in general.

Kaine and Mellandra are seeking a treasure horde of Captain Keigh, a long-dead pirate. Mellandra has procured an astrolabe-like artifact that they believe will project an illusory map to lead the way to the treasure…if they can figure out how to activate it. Mellandra will seek assistance from Marlowe or any member of the party that seems knowledgeable about magical devices.

Throughout the scene, look for opportunities to weave in the following information to set up the rest of the adventure:

- The Windfall is freshly-commissioned and the Commander was recently promoted and given this command after a successful battle against Calliope Crimson's "Crimson Cloud". He is eager to bring Calliope to justice after she evaded capture during that battle.
- The ship's speed and fortune with good winds is exceptional to the point of unbelievability. Mellandra is the creator of the ship's engine, a magical device that the navy hopes to roll out across the fleet.

MELLANDRA SILVER

Ambitious, inquisitive, easily intimidated

Community & Ancestry: Loreborne Elf (she/her)

Description: The ship's mage engineer and creator of the state-of-the-art Silver Engine. A middle-aged elf with light brown skin, thick curly hair, and a resting expression that looks like she's working on three problems at once. She is downplaying the toll the engine takes in order to advance her career.

Hope: Refine the Silver engine to be more efficient and replicable.

Fear: Losing her shot at fame if the engine fails to deliver.

Difficulty: 14

Marlowe, what have you heard of Mellandra's other creations? Did you study together?

LT. COMMANDER K'LESS SUREHAND

Guarded, capable, perceptive

Community & Ancestry: Orderborne Orc (she/her)

Description: A small but well-built orc of middle years with close-shorn black hair, gray-green skin, and tusks that curve upward from their lower jaw. She is a picture of poise and control, seeing all and letting nothing get to her.

Hope: Serve well and one day command her own ship.

Fear: Falling short in a crucial moment.

Difficulty: 14

Garrick, what about K'Less's behavior or body language tells you she'd be a worthy foe?

COMMANDER AUGUSTUS KAINE

Proud, stern, traditionalist

Community & Ancestry: Orderborne Human (he/him)

Description: A broad-shouldered Human with bronze skin, starched clothes, polished buttons, and an impressive bearing. Kaine is a member of a minor noble house seeking fortune and advancement in the military. He wears a thick long coat at all times, which glows with subtle protective magics. He bears a faint scar over his left eye that cuts through his eyebrow and across his cheekbone.

Hope: Gain glory and become an admiral of legend.

Fear: That the Silver engine will fail and take his career with it.

Difficulty: 16

Barnacle, what about the commander reminds you of a crime boss you used to know?

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The Commander's Dinner Guide

Keep "You Can Hear a Fork Drop" in mind as the scene plays out - everyone can easily hear whatever the PCs are saying, and communicating without being overheard will be hard. "Getting to Know You" provides the difficulty for most interpersonal actions between the PCs and the NPCs in the scene, including Commander Kaine himself. Lastly, you can use "I Don't Care For Your Tone" if the PCs step over a line conversationally or if you want to escalate the scene and the PCs are even a bit prying.

Look for a heightened moment to serve as the climax of the scene before introducing the pirate attack - that could be escalating with the Commander's disapproval, one of the PC's making progress with the artifact, or a dramatic question that goes unanswered.

If the PCs ruffled the Commander's feathers, showing their prowess again in the ship's defense is a great way to get back in his good graces. This sets up the reversal to come to hit even harder.

After giving the players some time to roleplay and discover some clues and morsels of information, the dinner is interrupted by the blast of an alarm as the Windfall comes under attack. Commander Kaine and his officers leap into action immediately. Move to act three.

THE COMMANDER'S DINNER

Description: A spacious officer's quarters bathed in warm magical light, dominated by a wooden table set filled by a fine dinner spread.

Tone & Feel: Austere but dignified, the smell of rich food mixed with fine sherry.

Tier: 1 **Type:** Exploration **Difficulty:** 14

FEATURES

You Can Hear a Fork Drop - *Passive*

Everyone at the dinner is paying close attention and is on their best behavior. All attempts to conceal action or speak without being heard are made with disadvantage.

What are the traditions of a formal navy dinner? What dishes are being served?

Getting to Know You - *Passive*

Characters may make a Presence (14) roll to learn about the officers or other guests (difficulty 16 for Commander Kaine). Characters may make an Instinct (14) roll to interpret the words and actions of the officers or other guests (Difficulty 16 for Commander Kaine).

What stories of valor does the commander share to boast? What do the other guests let slip that hints at their motivations?

I Don't Care For Your Tone - *Reaction*

Spend Fear when one of the PCs asks a question that is too probing or too disrespectful (About the ship, the crew, the engine, or the commander directly). The commander rebukes the party in front of the entire room, causing every PC to mark Stress. The PCs have disadvantage on any Presence rolls for the rest of the scene.

How far is too far? Does the commander excuse them from dinner or do they get to stay and wallow in their discomfort?

A Magical Puzzle - *Passive*

Once Mellandra has introduced the astrolabe, a character may make a Finesse or Knowledge (14) roll to investigate the device. On a success, they find way to begin activating the artifact, which briefly creates a magical illusory map before flickering out.

What landmark stands out on the map to orient the PCs as to the territory shown?

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PIRATE ATTACK!

ACT THREE

When the PCs leave the dinner, read the following:

You emerge to a chaotic scene - the Windfall is attempting to evade a smaller airship, a nimble schooner with blood-red sails, the Crimson Cloud. Three grappling hooks sail over and latch themselves to the Windfall's rail and pull the pirate ship in to ram its steel prow into the navy ship. Pirates pour over the sides, ready to fight.

The pirate's objective is to reclaim a prisoner from below-decks, and the commander will not give this prisoner up under any circumstance. Bring out the Action Tracker and read the following:

Commander Kaine emerges from his quarters to command the PCs to repel boarders, telling his crew to take cover.

Adversaries

Start the fight with five Pirate Boarders swarming onto the Windfall to establish a position.

PIRATE BOARDER

Description: A sailor trained in combat.

Motives & Tactics: Gang Up, Raid, Plunder

Tier: 1 **Threshold:** Minor 1
Type: Minion
Difficulty: 12

Cutlass: Melee | 1d6 (Phy)
Attack Modifier: +0

FEATURES

Minion (5) - *Passive*

For every 5 damage a PC deals to this adversary, defeat an additional minion in the attack's range.

"You cut through them effortlessly, one to the next."

Group Attack (2) - *Action*

Choose a target and activate all Pirate Boarders within Close range of them. All activated Pirate Boarders move into melee with the target and make one shared attack roll. On a success, they deal 5 Phy damage each. Combine this damage together.

"They descend on you, stronger together."

PIRATE #1	**HP:** ◯	**STRESS:** ◯
PIRATE #2	**HP:** ◯	**STRESS:** ◯
PIRATE #3	**HP:** ◯	**STRESS:** ◯
PIRATE #4	**HP:** ◯	**STRESS:** ◯
PIRATE #5	**HP:** ◯	**STRESS:** ◯

PIRATE ATTACK GUIDE

Use the environment "The Skyship Windfall" for this battle and keep it on-hand throughout the rest of the adventure. "Mast and Rigging" gives the PCs interesting options for movement during the combat. "Chaotic Melee" represents the overall battle between the pirates and the navy to prevent having dozens of adversaries on the board needing to roll back-and-forth fight. The Pirate Boarders are not too dangerous individually, since as minions they go down with one hit, but if they're able to use their "Group Attack", they can deal some serious damage. Let the battle play out for a few actions, then when the moment feels right and play turns back to you, read the following text.

A dashing firbolg woman with a tri-corn hat, red eyes, and a polished leaf amulet around her neck steps up onto the prow of the pirate ship, shouting, "Nobody has to die today! Just bring me the prisoner and we'll be on our way."

Calliope and her pirates surge forward, the captain pushing through the melee and charging down the stairs to go below-decks. Commander Kaine draws a wand that glows white-blue with magic. But before he can use it, a group of pirates hurl a net that envelops Kaine and his officers, taking them temporarily out of the fight. Enraged, Kaine calls out to the party saying, "Blasted pirates. You lot, get below decks and cut her off! We'll hold the rest here!"

Add as many Pirate Boarders as needed to replace those that have already fallen. The boarders move to holding the doorway against all comers. If the PCs don't immediately pursue Calliope, have Commander Kaine demand that they stop the pirate captain.

THE SKYSHIP WINDFALL

Description: A brand-new freighter of the royal navy.

Tone & Feel: Impressive yet eerie, with a proud but nervous crew.

Tier: 1 **Type:** Exploration **Difficulty:** 14

FEATURES

Mast and Rigging - Passive

There are many ways that characters can gain a height advantage or reposition during a battle on the ship. Any character can escape to a Close distance vertically with an Agility (14) roll. All attacks made from the rigging or from height gained by climbing around the ship are made with advantage.

What are the sailors in the tops doing during the fight? What is there to climb on and swing from?

When the PCs head below decks, move to Act Four.

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THE WINDFALL'S SECRET

ACT FOUR

As the PCs follow Calliope, they hear her descending two levels to the engine deck, which had been off-limits to them. As they approach, they hear angry shouting.

When the PCs arrive at the engine level, read the following text:

> *Before you is a strange magical contraption with tubes and crystals and a small weathervane connected to a free-standing iron cell. An exhausted and obviously malnourished Galapa stands in the cell with silver cords wrapped around their head, waist, and limbs. Mellandra Silver stands in front of the cell, blocking the pirate captain from reaching either the magical contraption or the cell. Calliope Crimson threatens Mellandra with a drawn cutlass, the artificer frozen with fear. The distraught Galapa calls out to the PCs, saying, "Please, help my captain and get me out of this horrible thing!"*

FOR THE GM

The is the Silver Engine, and the real source of its power is Dell Ponde, a young Galapa wind sorcerer held captive within the cell. They were captured in Commander Kaine's last clash with the pirates and have been pressed into service to power Mellistra Silver's engine, which harnesses the sorcerer's command of wind to propel the ship at amazing speeds. Dell had provided a similar service on the Crimson Cloud willingly and in a much less painful manner. They are exhausted and malnourished, clearly mistreated even beyond the taxing nature of the Silver Engine.

Calliope relays all this to the PCs in her own words, appealing to their compassion to convince them to help her free her crewmate and friend. Mellistra Silver tries to convince them otherwise while Dell backs up Calliope's story and begs the PCs to release them.

Give them a short moment to process these arguments and roleplay with Dell, Mellandra, and Calliope.

If the PCs try to stop/capture Calliope as Commander Kaine requested, move to **Against the Pirates**.

If they side with Dell and Calliope against Mellistra and the Commander's orders, move to **Freeing the Prisoner**.

If they're indecisive, move to **The Commander's Wrath**.

CALLIOPE CRIMSON, PIRATE CAPTAIN OF THE CRIMSON CLOUD

Community & Ancesty: Wanderborne Firbolg (she/her)

Description: A dashing Firbolg woman with a tri-corn hat, a thick coat, and a polished cutlass.

Motives & Tactics: Raid, Rescue, Revenge

Tier: 1 | **Threshold:** Minor 1 | Major 11 | Severe 23
Type: Leader | **HP:** 6 - ○ ○ ○ ○ ○ ○
Difficulty: 16 | **Stress:** 5 - ○ ○ ○ ○ ○

Cutlass: Melee - 3d8+2 (Phy)
Attack Modifier: +3

Experience: Sailor +3, Negotiation +2

FEATURES

Swashbuckler - *Passive*

Any incoming damage below 23 causes the attacker to mark a Stress.

"She is a whirlwind of steel, constantly pressuring you even while warding off your blows."

Grapple Swing - *Action*

Calliope shoots out her grappler to a spot within Close range and swings from it up to a Far range. She may make an attack at a target in her path.

"She shoots a well-loved grappler out and swings with grace and speed."

DELL PONDE, CAPTIVE WIND MAGE

Community & Ancesty: Wildborne Galapa (they/them)

Description: A normally-vibrant young air-element sorcerer exhausted by their captivity.

Motives & Tactics: Escape, Explore, Manipulate Wind

Tier: 1 | **Threshold:** Minor 1 | Major 9 | Severe 18
Type: Support | **HP:** 5 - ○ ○ ○ ○ ○
Difficulty: 14 | **Stress:** 5 - ○ ○ ○ ○ ○

Cutting Wind: Close - 2d12 (Mag)
Attack Modifier: +2

Experience: Weather Forecasting +2

FEATURES

Exhausted Captive - *Passive*

Dellora begins with 2 HP and 2 Stress marked due to the strain of being imprisoned and forced to power the ship's engines.

"The young galapa looks exhausted, their skin pale, movement pained."

As Open as the Sky - *Reaction*

Dell is incredibly earnest when pleading with the PCs about their plight. When they do so, a character present may make an Instinct (14) reaction roll to gain insight into Dell's words. On a success, they know Dell is telling the truth. On a failure, they're not certain and they mark a Stress.

"Their voice is strained, but their eyes are defiant. They're beaten, but not yet broken."

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Against the Pirates

If the PCs move against Calliope, she fights to disarm the PCs while pleading with them to free their navigator, echoed by Dell (see their feature "As Open as the Sky"), whose fear turns to anger if the PCs ignore their plight. After the PCs' first roll with Fear, Commander Kaine appears. Move to **The Commander's Wrath**.

Freeing the Prisoner

The Silver Engine is a combination prison cell and magical engine. Opening the cell requires getting the keys from Mellanda (difficulty 14) or brute forcing it with a Strength (14) action roll. Mellandra is not a combatant and flees if she takes any damage, leaving the keys behind. Once the cell is opened, disentangling Dell from the device without hurting them requires a difficulty 14 action roll (Knowledge, Finesse, and Insight are all likely depending on how the player describes their action).

After the first attempt to free Dell, move to **The Commander's Wrath**.

The Commander's Wrath

Signal the Commander's arrival with thundering steps as he catches up, freed from the pirate's net. Augustus raises a blunderbuss, pointed at the entire scene.

Even if the PCs have been fighting against Calliope and Dell, they've learned the secret of the Silver Engine, which the commander will not tolerate. He cannot be dissuaded.

Read the following aloud:

> *Commander Kaine raises a fearsome-looking blunderbuss at you and the pirates. "I'm afraid you've seen too much. You'll be making an early departure along with this pirate curr."*

If they don't act immediately, Kaine uses the "Blunderbuss" attack against the PCs. If Mellandra is present, she manages to take cover.

Allow the PCs to regain their footing and begin fighting in earnest as they decide what to do about Dell and a potential escape now that the Commander has decided that they're to be eliminated.

The Commander's Wrath Combat Guide

When Dell is freed, Calliope wraps the sorcerer's arm over their shoulder, and insists on being the one to help them off the ship. If another PC offers to help/carry Dell, she will tell them, "Thanks, but I don't know you. Just clear our way and I'll see you're compensated."

AUGUSTUS KAINE, NAVY COMMANDER OF THE WINDFALL

Community & Ancesty: Orderborne Human (he/him)

Description: A broad-shouldered human with starched clothes, polished buttons, and an impressive bearing.

Motives & Tactics: Advance in Rank, Intimidate Opponents, Command Crew

Tier: 1 | **Threshold:** Minor 1 | Major 12 | Severe 25
Type: Leader | **HP:** 6 - ○ ○ ○ ○ ○ ○
Difficulty: 16 | **Stress:** 5 - ○ ○ ○ ○ ○

Saber: Melee - 3d10+4 (Phy)
Attack Modifier: +3

Experience: Sailor +3, Intimidation +2

FEATURES

Warded Officer's Coat - *Passive*

When Commander Kaine takes damage, reduce it by 3.

"His enchanted coat diminishes the strength of your blows."

For the Realm! (2) - *Action*

Mark a Stress to activate 1d4+1 allies within a Far distance. Any attacks they make in these activations deal half damage.

"His voice rings loud and clear, and the soldiers follow with vigor."

Blunderbuss - *Action*

Make an attack against all targets within a very close range. Each target hit takes 3d12 phy damage and adds a token to the action tracker as they are dazed by the powerful blow.

"The Commander raises his blunderbuss and a deadly spray of shrapnel fills the air."

Stolen Power - *Action*

Mark Stress and select any number of targets within a very close distance. All targets must make an Agility (16) reaction roll or be pushed back by a Close distance and knocked prone, becoming Vulnerable until they next act.

"He produces a wand that glows white-blue with power and unleashes a magical gale."

Commander Kaine gives ground if pressed, knowing his soldiers are not far behind him. He will not easily allow the PCs escape, and certainly not with the prisoner. If the PCs push past Commander Kaine, he pursues, bellowing orders to the soldiers to cut you off. Commander Kaine loses access to the "Stolen Power" action if and when Dell is freed from the Silver Engine.

Apply any and all features from the Skyship Windfall environment as you see fit throughout this conflict. Don't make it easy for the PCs to push through the battle - they should have to make Agility rolls just to move past Commander Kaine and/or to move through the melee on the topdeck.

Regardless of the PCs' approach, make sure the players know that time is of the essence, since Commander Kaine's soldiers will be on them shortly. When they've freed Dell, move to Act Five as the party attempts to escape.

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ESCAPE!

ACT FIVE

The PCs will have to fight their way back up to the decks (a Far distance, or two moves of a Close distance) and then off the ship to the pirate ship to escape. If they want to take control of the whole ship, remind them that there are over thirty sailors and soldiers aboard the Windfall. If they do not free Dell, the Crimson Cloud will not be able to escape the Windfall as the ship continues to siphon the mage's power.

Escape Combat Guide

Standing between the party and the pirate vessel is an impressive naval force: **Commander Augustus Kaine**, his second-in-command **Lt. Commander K'Less**, another **Navy Tough** (use the same stat block as for K'Less), and 5 **Navy Soldiers**. Set them up on the Windfall map and place the PCs at the top of the stairs emerging onto the deck. The PCs get to make the first move; inform them of the opportunities and dangers presented by the Skyship Windfall environment.

If the PCs are struggling or the fight drags on, you can have the pirates pull some of the soldiers' attention, clearing a way for the PCs to escape to the ship.

If the PCs wish to steal the astrolabe Mellandra showed them in the dinner, they'll need to break into the Commander's desk (Finesse 14) to retrieve it.

NAVY SOLDIER

Description: Windblown sailors trained in combat.

Motives & Tactics: Gang Up, Follow Orders, Seize

Tier: 1 **Threshold:** Minor 1
Type: Minion
Difficulty: 12

Cutlass: Melee - 1d6 (Phy)
Attack Modifier: +0

FEATURES

Minion (5) *Passive*

For every 5 damage a PC deals to this adversary, defeat an additional minion in the attack's range.

"You cut through them effortlessly, one to the next."

Group Attack (2) *Action*

Choose a target and activate all Navy Soldiers within Close range of them. Those minions move into melee with the target and make one shared attack roll. On a success, they deal 5 Phy damage each. Combine this damage together.

"They descend on you, stronger together."

SOLDIER #1	**HP:** ◯	**STRESS:** ◯
SOLDIER #2	**HP:** ◯	**STRESS:** ◯
SOLDIER #3	**HP:** ◯	**STRESS:** ◯
SOLDIER #4	**HP:** ◯	**STRESS:** ◯
SOLDIER #5	**HP:** ◯	**STRESS:** ◯

LT. COMMANDER K'LESS / NAVY TOUGH

Description: A thickly-muscled and tattooed sailor with a heavy cutlass.

Motives & Tactics: Seize, Plunder, Smash

Tier: 1 **Threshold:** Minor 1 | Major 11 | Severe 20
Type: Bruiser **HP:** 6 - ◯ ◯ ◯ ◯ ◯ ◯
Difficulty: 15 **Stress:** 5 - ◯ ◯ ◯ ◯ ◯

Heavy Cutlass: Melee - 2d12+2 (Phy)
Attack Modifier: +2

FEATURES

Swashbuckler *Passive*

Any incoming damage below 20 causes the attacker to mark a Stress.

"Their aggression puts pressure on you at all times with powerful corps-à-corps strikes and grabs."

Clear the Decks *Action*

+2 attack modifier

Make an attack against a target within Very Close range, moving into melee with them. On a success, mark a Stress to deal 3d10 damage. The target is then thrown back to a Close distance.

"They lower their shoulder and bear down on you with all their bulk."

LT. COMMANDER K'LESS	
HP: ◯ ◯ ◯ ◯ ◯	**STRESS:** ◯ ◯ ◯

NAVY TOUGH	
HP: ◯ ◯ ◯ ◯ ◯	**STRESS:** ◯ ◯ ◯

Once the PCs and Dell have reached the top deck and made their way through the fight, they can leap to the Crimson Cloud with ease, as the ships are still lashed together.

With Dell the PCs all aboard the Crimson Cloud, the sorcerer takes command, leading the pirates as they disentangle the ships and pull away from the Windfall.

Move to the Epilogue.

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EPILOGUE

Read the following aloud:

As the last of the pirates retreat to the Crimson Cloud, the pirates remove the grapplers and pull the ship away while you fend off the few soldiers daring enough to try to pursue. With Dell freed from the Silver engine, the Windfall has no chance of catching the pirates and the navy ship soon disappears beyond the horizon.

When the navy ship fades from view, Dell drops to the deck, exhausted. The pirates invite you to take your rest with them as they see to the damage from the battle. Dell addresses the PCs, saying "Thank you again for saving me. I don't know how much longer I could have survived that accursed thing."

A short while later, Calliope thanks the PCs again and promises to deliver them to their destination. "But first, I have an offer for you. Kaine is looking for Captain Keigh's treasure, but we're going to beat him to it. Care to join us?"

Race for the Treasure

As the Windfall fades beyond the horizon, the pirates give the PCs their thanks. If there's time, let the PCs mingle and chat with the pirates and amongst themselves.

Pirate's Honor

To sweeten the pot and to display the seriousness of their offer, Dell and the crew offer the PCs several rewards from their latest successful raid: a set of leaf amulets (one per PC) and some Tier 1 weapons (one for each PC).

If you're using the pregens included in this adventure, give them the new character sheets included at the end of this packet. These have their new weapons already filled in.

If you're using custom PCs rather than the pre-gens, you can use the weapons provided on this page or pick Tier 1 weapons appropriate to the characters.

Consumables

LEAF AMULET

Touch this leaf to your lips while falling to prevent all fall damage. After one use, the leaf goes brown and crumbles to dust.

Weapons

SIPHONING DUALSTAFF (MARLOWE)

Tier 1 Primary Magic Weapon
Instinct Far, 1d6+4 (Mag), Two-Handed
Siphon: Roll 1d6 when you deal Severe damage to an adversary. On a 4+, clear a Stress.

FINEHAIR BOW (VARIAN)

Tier 1 Primary Physical Weapon
Agility Very Far, 1d6+5 (Phy), Two-Handed
Reliable: +1 on attack rolls with this weapon.

DEVASTATING BATTLEAXE (KHARI)

Tier 1 Primary Physical Weapon
Strength Melee, 1d10+5 (Phy), Two-Handed
Terrifying: When a target takes at least Major damage from this weapon, they also mark Stress.

BLADED WHIP (GARRICK)

Tier 1 Primary Physical Weapon
Agility Very Close, 1d8+3 (Phy), One-Handed
Quick: Mark a Stress to attack an additional target in range.

UROK BROADSWORD (BARNACLE)

Tier 1 Primary Physical Weapon
Finesse Melee, 1d8+3 (Phy), Two-Handed
Deadly: When you do Severe damage, deal one extra HP.

Once the PCs have received their rewards, read the following text:

As twilight fades to night, the Crimson Cloud arcs through the sky, their navigator and first mate returned but missing their captain. They've made an ally of the pirates but found themselves an enemy of Commander Kaine and at least part of the royal navy.

And that's where we're going to end today's session.

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Beyond the Adventure

The crew of the Crimson Cloud wants the party's help in finding their lost captain, opening up the possibility for any number of other adventures and side-quests along the way to their eventual destination. Because the game is still in development, we'd love any feedback you have based on this session. Surveys for the game are available on the website.

The Marauders of Windfall Credits

Lead Designer:

Michael R. Underwood

Additional Design:

Spenser Starke

Playtesters:

Tom Sias, Ryan Trottier, and David Nolan

TTRPGs

- Dungeons and Dragons by Wizards of the Coast
- Pathfinder by Paizo
- Lady Blackbird by John Harper
- The Wildsea by Felix Isaacs

TV & Film

- Stardust
- Treasure Planet
- Pirates of the Carribean
- The Legend of Vox Machina

The pregen character sheets included after this page are for tables continuing their adventure beyond the Marauders of Windfall!

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SORCERER
ARCANA & MIDNIGHT

DAGGERHEART OPEN BETA V1.3

NAME: Marlowe Fairwind
PRONOUNS: She/Her
HERITAGE: Loreborne Elf
SUBCLASS: Primal Origin
LEVEL: 2

EVASION: 9
Start at 9

ARMOR: 4

AGILITY	STRENGTH	FINESSE	INSTINCT	PRESENCE	KNOWLEDGE
0	-1	+1	+3	+2	0
Sprint Leap Maneuver	Lift Smash Grapple	Control Hide Tinker	Perceive Sense Navigate	Charm Perform Deceive	Recall Analyze Comprehend

HIT POINTS & STRESS

Start at MINOR 1, MAJOR 6, and SEVERE 12.

1	6	14
MINOR DAMAGE	MAJOR DAMAGE	SEVERE DAMAGE
Mark 1 HP	Mark 2 HP	Mark 3 HP

HP ☐☐☐☐☐☐☐☐☐☐☐☐

STRESS ☐☐☐☐☐☐☐☐☐☐☐☐

HOPE

Spend a Hope to use an experience or help an ally.

◆ ◆ ◆ ◆ ◆ ◆

EXPERIENCE

Royal Mage	+3
Not On My Watch	+2
Eye of the Storm	+1

GOLD

HANDFULS ○○○○○○○○○○ BAGS ○○○○○○○○○○ CHEST ☐

CLASS FEATURE

Arcane Sense
You can sense the presence of magical people and objects when you're close to them.

Minor Illusion
Roll with Spellcast (10). On a success, you create a minor illusion no larger than yourself within close range that is convincing to anyone in far range or further.

Channel Raw Power
Once per Long Rest, you can place a Domain card from your Loadout into your Vault and choose to either:

- *Gain Hope equal to the level of the card.*
- *Enhance a damage-dealing spell by dealing extra magic damage equal to twice the level of the card.*

During your next short rest, you can return this card to your hand without paying its recall cost.

ACTIVE WEAPONS

PROFICIENCY ○ ● ● ● ● ●

PRIMARY

NAME	TRAIT & RANGE	DAMAGE DICE
Siphoning Dualstaff	Instinct Far	2d6+4 (mag)

FEATURE: Siphon: Roll 1d6 when you deal Severe damage to an adversary. On a 4+, clear a Stress.

SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE

ACTIVE ARMOR

NAME	BASE SCORE
Leather Armor	4

FEATURE

INVENTORY

Minor Stamina Potion (clear 1d4 stress)

INVENTORY WEAPON

☐ PRIMARY ☐ SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE

INVENTORY WEAPON

☐ PRIMARY ☐ SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE

ROGUE
MIDNIGHT & GRACE

NAME: Barnacle
PRONOUNS: He/Him
HERITAGE: Underborne Ribbet
SUBCLASS: Nightwalker
LEVEL: 2

DAGGERHEART OPEN BETA V1.3

EVASION: 13 (Start at 12)
ARMOR: 4

AGILITY	STRENGTH	FINESSE	INSTINCT	PRESENCE	KNOWLEDGE
+1	-1	+3	0	+2	0
Sprint Leap Maneuver	Lift Smash Grapple	Control Hide Tinker	Perceive Sense Navigate	Charm Perform Deceive	Recall Analyze Comprehend

HIT POINTS & STRESS

Start at MINOR 1, MAJOR 7, and SEVERE 14.

1	MINOR DAMAGE	7	MAJOR DAMAGE	14	SEVERE DAMAGE
	Mark 1 HP		Mark 2 HP		Mark 3 HP

HP

STRESS

HOPE

Spend a Hope to use an experience or help an ally.

EXPERIENCE

They don't see me coming!	+2
Strike a deal	+1
Inconspicuous	+1

GOLD

HANDFULS | BAGS | CHEST

CLASS FEATURE

Hide
When you move into a location where no enemies can see you, you can mark a Stress to become Hidden (any rolls against you at disadvantage). As a Rogue, when you are Hidden, targets also can't see you, even if they move into line of sight. You are no longer Hidden after you move or attack. When you leave Hidden to make an attack, the roll has advantage.

Sneak Attack
Whenever you have advantage on an attack roll or an ally is in melee with your target, add a ***d6*** to your damage roll. When you use Sneak Attack, you may also spend any number of Hope before the attack roll, and if it is successful, also add a number of ***d6*** equal to the Hope spent.

ACTIVE WEAPONS

PROFICIENCY

PRIMARY

NAME	TRAIT & RANGE	DAMAGE DICE
Urok Broadsword	Finesse Melee	2d8+3 (phy)

FEATURE: Deadly: When you do Severe damage, deal one extra HP.

SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE

ACTIVE ARMOR

NAME	BASE SCORE
Leather Armor	4

FEATURE

INVENTORY

Minor Stamina Potion (clear 1d4 stress)

INVENTORY WEAPON

☐ PRIMARY ☐ SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE

INVENTORY WEAPON

☐ PRIMARY ☐ SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE

WARRIOR
BLADE & BONE

DAGGERHEART OPEN BETA V1.3

NAME: Garrick Reed
PRONOUNS: He/Him
HERITAGE: Highborne Human
SUBCLASS: Call of the Brave
LEVEL: 2

EVASION: 9 (Start at 10)
ARMOR: 6

AGILITY	STRENGTH	FINESSE	INSTINCT	PRESENCE	KNOWLEDGE
+2	+1	+1	0	-1	0
Sprint Leap Maneuver	Lift Smash Grapple	Control Hide Tinker	Perceive Sense Navigate	Charm Perform Deceive	Recall Analyze Comprehend

HIT POINTS & STRESS

Start at MINOR 1, MAJOR 8, and SEVERE 16.

1	MINOR DAMAGE	8	MAJOR DAMAGE	16	SEVERE DAMAGE
Mark 1 HP		Mark 2 HP		Mark 3 HP	

HP ☐☐☐☐☐☐☐☐☐☐☐☐

STRESS ☐☐☐☐☐☐☐☐☐☐☐☐

HOPE

Spend a Hope to use an experience or help an ally.

◆ ◆ ◆ ◆ ◆ ◆

EXPERIENCE

Affable	+2
Hit Them Hard	+2
Deck Hand	+2

GOLD

HANDFULS ○○○○○○○○○○ BAGS ○○○○○○○○○○ CHEST ☐

CLASS FEATURE

Battle Strategist
After a successful attack roll, you can describe how you outmaneuver your target, then mark a Stress to deal them a Stress.

Attack of Opportunity
If an adversary attempts to leave your Melee range, make a reaction roll against their difficulty. Choose one effect on a successful roll, or two on a critical success:

- *Keep them from moving.*
- *Deal your primary weapon damage.*
- *Move with them.*

Combat Training
Ignore burden when equipping weapons. Whenever you roll damage, add extra physical damage equal to your Level.

ACTIVE WEAPONS

PROFICIENCY ○●●●●●

PRIMARY

NAME	TRAIT & RANGE	DAMAGE DICE
Bladed Whip	Agility Very Close	2d8+3 (phy)

FEATURE: Quick: Mark a Stress to attack an additional target in range.

SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE:

ACTIVE ARMOR

NAME	BASE SCORE
Chainmail Armor	6

FEATURE: Heavy: -1 Evasion

INVENTORY

Minor Stamina Potion (clear 1d4 stress)

INVENTORY WEAPON

☐ PRIMARY ☐ SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE:

INVENTORY WEAPON

☐ PRIMARY ☐ SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE:

GUARDIAN
VALOR & BLADE

DAGGERHEART OPEN BETA V1.3

NAME	PRONOUNS
Khari Nix	She/Her

HERITAGE	SUBCLASS
Ridgeborne Giant	Stalwart

LEVEL: 2

EVASION: 5 (Start at 6)

ARMOR: 6

AGILITY	STRENGTH	FINESSE	INSTINCT	PRESENCE	KNOWLEDGE
0	+3	-1	+1	0	+2
Sprint Leap Maneuver	Lift Smash Grapple	Control Hide Tinker	Perceive Sense Navigate	Charm Perform Deceive	Recall Analyze Comprehend

HIT POINTS & STRESS

Start at MINOR 1, MAJOR 9, and SEVERE 20.

4	MINOR DAMAGE	10	MAJOR DAMAGE	21	SEVERE DAMAGE
Mark 1 HP		Mark 2 HP		Mark 3 HP	

HP ☐☐☐☐☐☐☐☐☐☐☐☐

STRESS ☐☐☐☐☐☐☐☐☐☐☐☐

HOPE

Spend a Hope to use an experience or help an ally.

EXPERIENCE

I've got your back	+2
Not afraid of anything	+1
Let me reach that for you	+1

GOLD

HANDFULS | BAGS | CHEST

CLASS FEATURE

Unstoppable
Once per Long Rest, you can become Unstoppable. Your Unstoppable die begins as a ***d4***. Place it on the spot to the right, starting with the die's highest value facing up. While Unstoppable, you:

- *Gain resistance to physical damage.*
- *Add an additional **d6** to any damage rolls you make.*
- *Add the current value of the Unstoppable die to your armor score.*
- *Cannot be Restrained or Vulnerable.*

Anytime you roll your damage dice, reduce the Unstoppable die value by one. When you would reduce the value below 1 or the scene ends, remove it and drop out of Unstoppable. At Level 3, upgrade your Unstoppable die to a ***d6***. At Level 7, upgrade it to a ***d8***.

ACTIVE WEAPONS

PROFICIENCY ○ ● ● ● ● ●

PRIMARY

NAME	TRAIT & RANGE	DAMAGE DICE
Devastating Battleaxe	Strength Very Close	2d10+5 (phy)

FEATURE: Terrifying: When a target takes at least Major damage from this weapon, they also mark Stress.

SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE

ACTIVE ARMOR

NAME	BASE SCORE
Chainmail Armor	6

FEATURE: Heavy: -1 Evasion

INVENTORY

Minor Stamina Potion (clear 1d4 stress)

INVENTORY WEAPON

☐ PRIMARY ☐ SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE

INVENTORY WEAPON

☐ PRIMARY ☐ SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE

RANGER
BONE & SAGE

NAME: Varian Soto
PRONOUNS: They/Them
HERITAGE: Wildborne Katari
SUBCLASS: Wayfinder
LEVEL: 2

DAGGERHEART OPEN BETA V1.3

EVASION 13
Start at 10

ARMOR 4

AGILITY	STRENGTH	FINESSE	INSTINCT	PRESENCE	KNOWLEDGE
+3	0	+2	+1	-1	0
Sprint Leap Maneuver	Lift Smash Grapple	Control Hide Tinker	Perceive Sense Navigate	Charm Perform Deceive	Recall Analyze Comprehend

HIT POINTS & STRESS

Start at MINOR 4, MAJOR 9, and SEVERE 14.

1	MINOR DAMAGE	7	MAJOR DAMAGE	16	SEVERE DAMAGE
	Mark 1 HP		Mark 2 HP		Mark 3 HP

HP ☐☐☐☐☐☐☐☐☐☐☐☐

STRESS ☐☐☐☐☐☐☐☐☐☐☐☐

HOPE

Spend a Hope to use an experience or help an ally.

◆ ◆ ◆ ◆ ◆ ◆

EXPERIENCE

Deadly Aim	+2
Nature's Friend	+1
Tracker	+1

GOLD

HANDFULS ○○○○○○○○○○ BAGS ○○○○○○○○○○ CHEST ☐

CLASS FEATURE

Ranger's Focus
Spend Hope and make an attack with your weapon. On a success, you temporarily put your Ranger's Focus on the target along with doing damage from the attack. While they are your focus:

- *You know precisely what direction they are in.*
- *All damage rolls you make against them also deal a Stress.*
- *On a missed attack you make against them, you may end Ranger's Focus to reroll your Duality Dice and take the new result.*

You may only hold Ranger's Focus on one creature at a time.

ACTIVE WEAPONS

PROFICIENCY ○●●●●●

PRIMARY

NAME	TRAIT & RANGE	DAMAGE DICE
Finehair Bow	Agility Very Far	2d6+5 (phy)

FEATURE: Reliable: +1 on attack rolls with this weapon.

SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE

ACTIVE ARMOR

NAME	BASE SCORE
Leather Armor	4

FEATURE

INVENTORY

Minor Stamina Potion (clear 1d4 stress)

INVENTORY WEAPON

☐ PRIMARY ☐ SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE

INVENTORY WEAPON

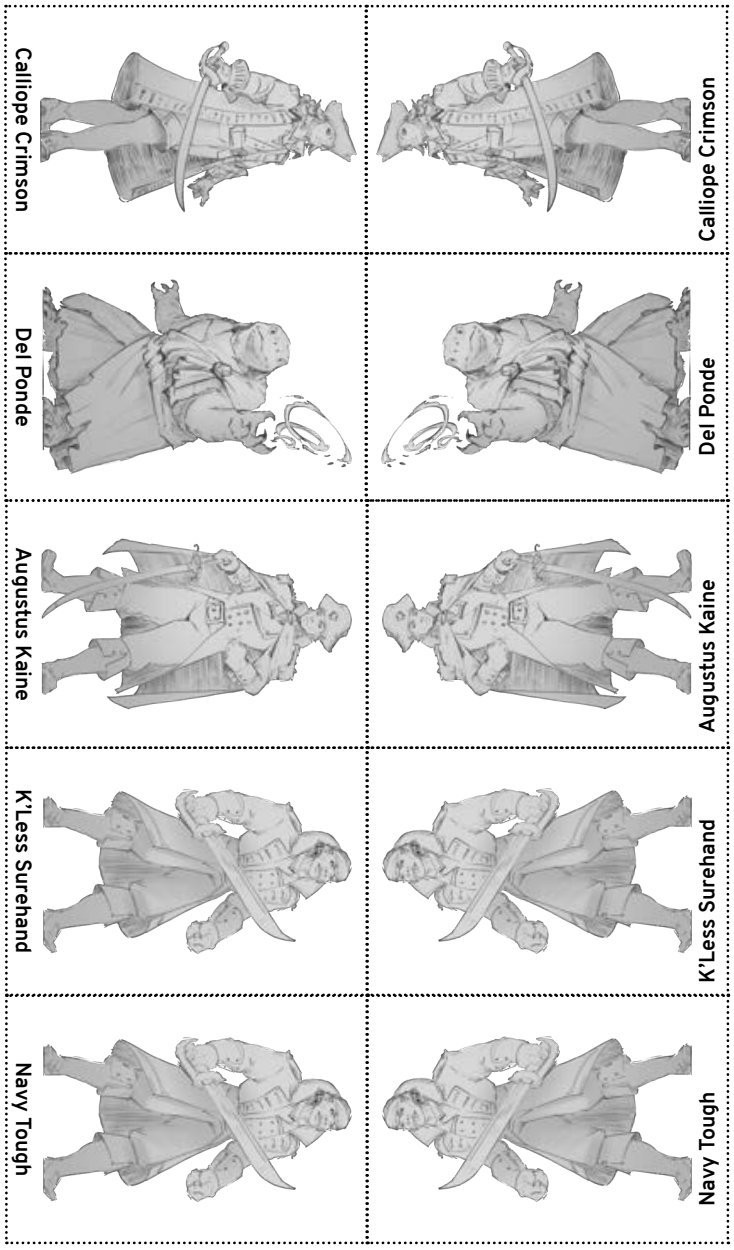
☐ PRIMARY ☐ SECONDARY

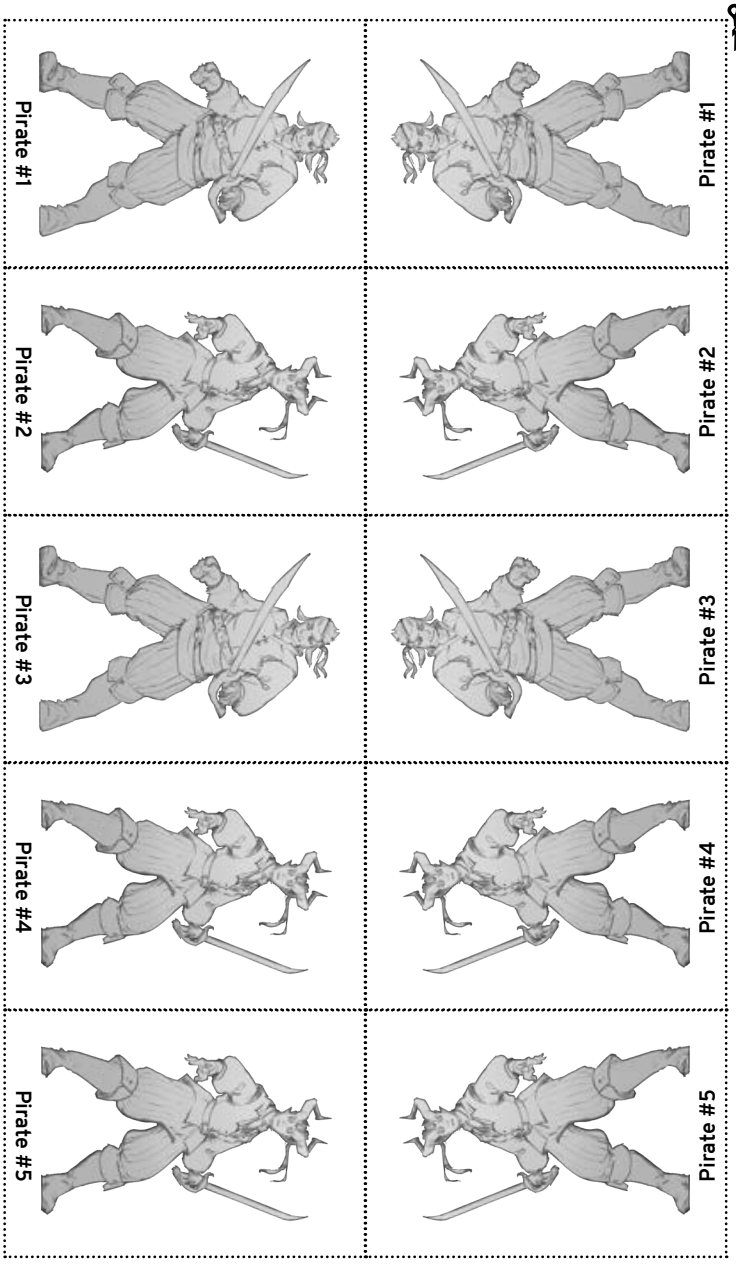
NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE

MARAUDERS OF WINDFALL

STANDEES & TERRAIN





ACTION TRACKER
Whenever PCs use an action or make an action roll, they place a character token on the action tracker. When the GM makes a move, they may choose to spend any number of the tokens currently on the action tracker. For each token they spend, they can activate an adversary on the battlefield to take an action (this could be casting a spell, making an attack, ending a temporary condition, etc).

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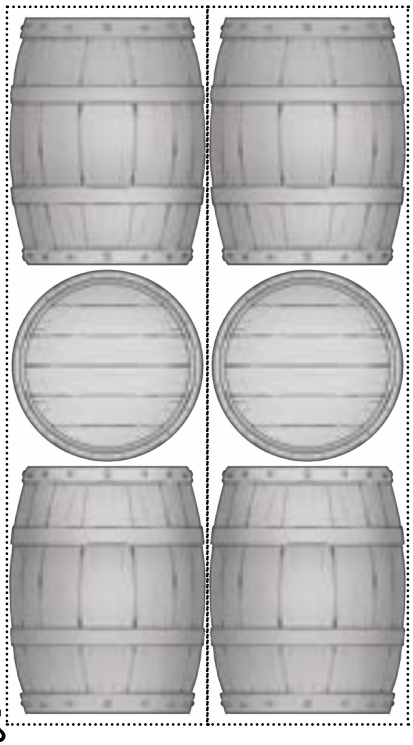
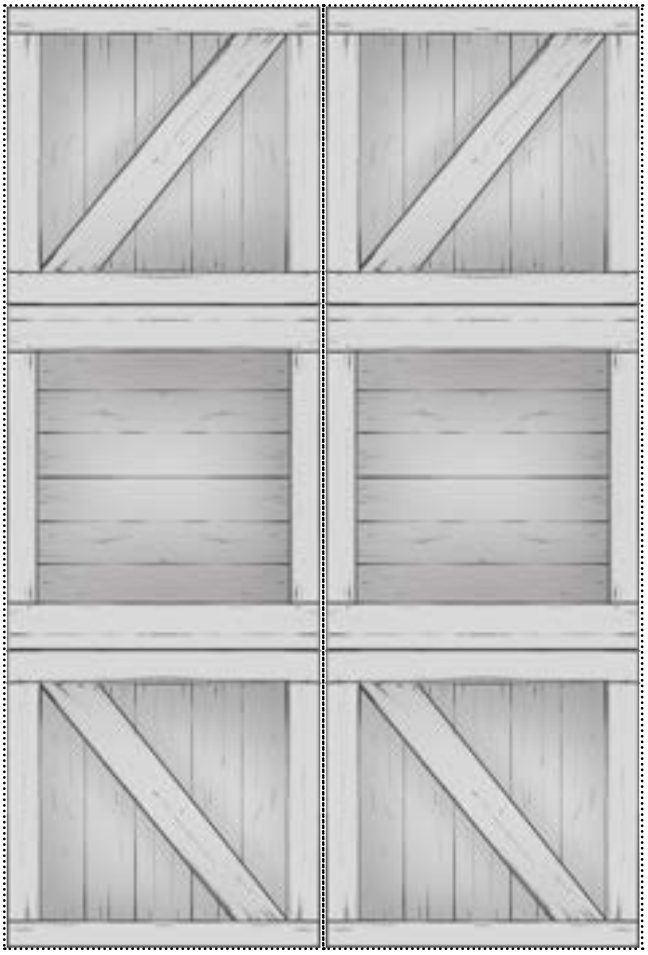
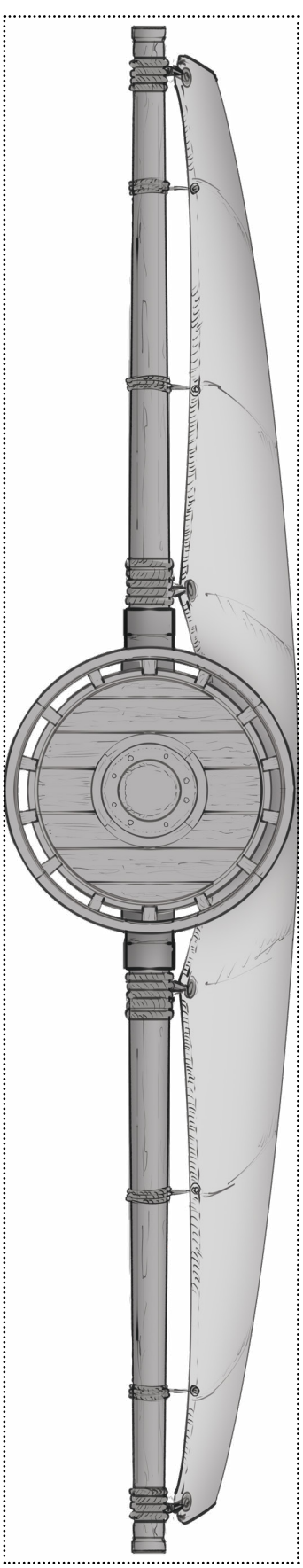
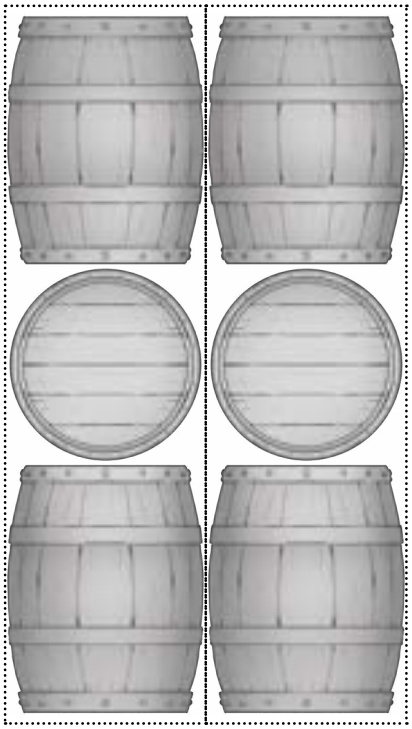
MARAUDERS OF WINDFALL

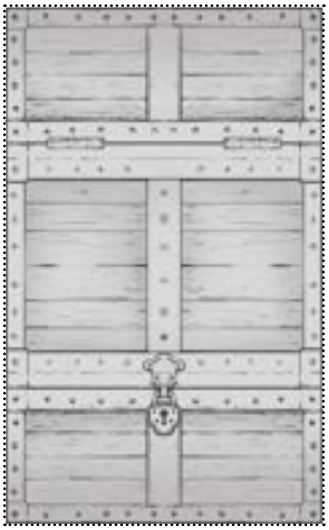
STANDEES & TERRAIN











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MARAUDERS OF WINDFALL

STANDEES & TERRAIN

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